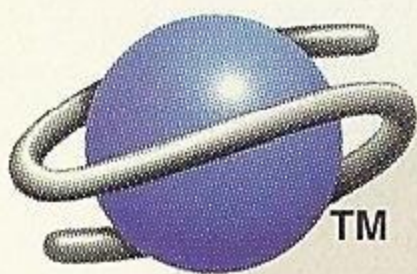


SEGA™



**Acclaim®**  
entertainment, inc.

TM  
SEGA SATURN



LICENCED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-8111H





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

### **HANDLING YOUR SATURN DISC**

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

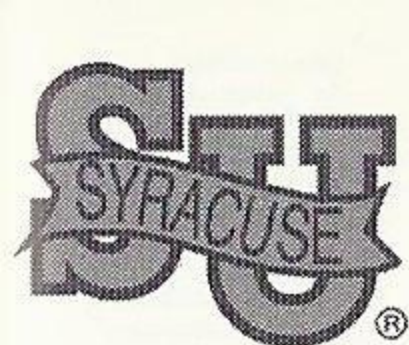
**WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

### **WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.**

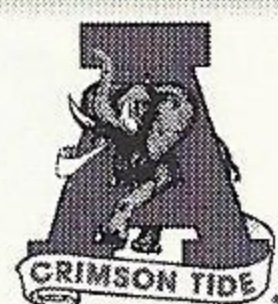
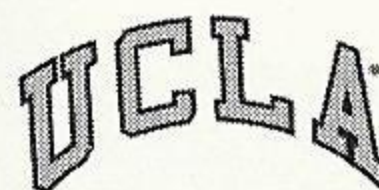
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.



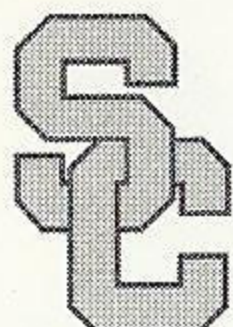


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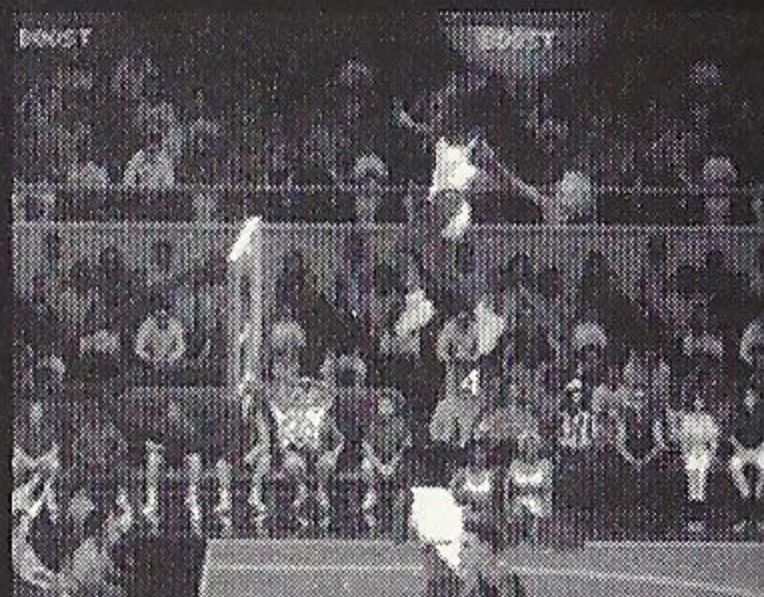
# BRACE YOURSELF FOR SLAMMIN' HOOP ACTION!



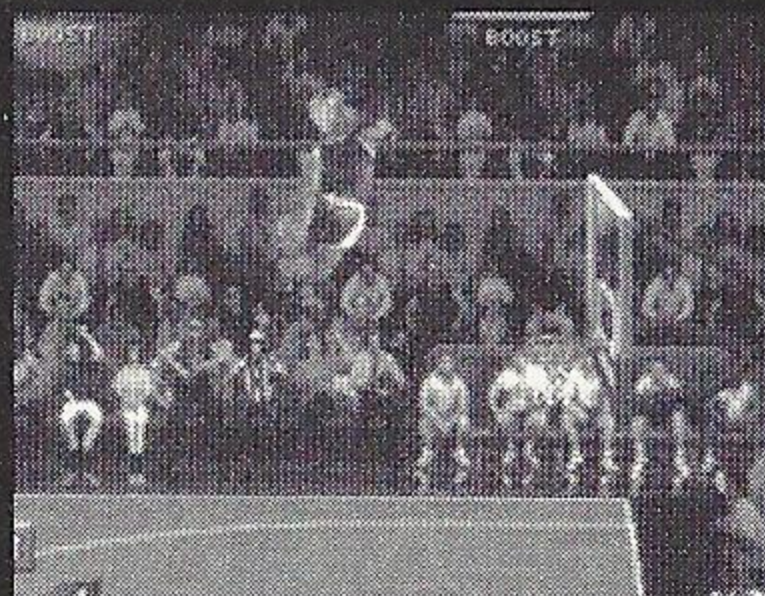
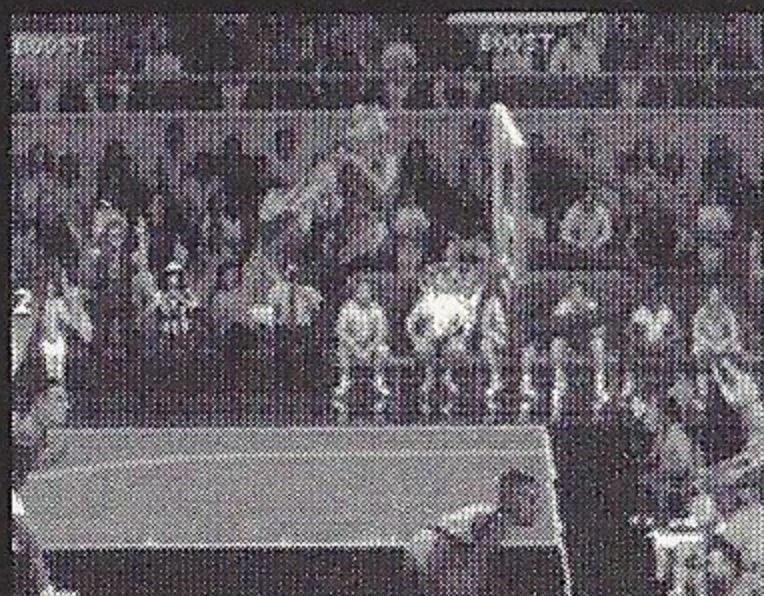
Looking for the grittiest, jammingest, slammingest hoop action ever? Good, because you're about to feel the impact of College Slam™! We're talking over 40 of the top colleges in the country together for the first time in the most spectacular hoopfest ever!

From Arkansas and Kansas to Michigan and Duke, they're all here—and all geared for the wildest hardwood action you've ever seen!

Want board-busting head-to-head competition? It's here! Demand the greatest in sensational tournament action? See if you can make it all the way to the Semi Finals—and the tournament championship! Or compete in an full season test! And hey—want to score with the wildest, most incredible dunks ever? You can do exactly that from the opening whistle to the final buzzer of each and every half!



Whatever team you choose to be, whichever way you choose to play, you'll experience the most authentic hoop action the sport has ever known—and master the most spectacular backboard-blasting slams and jams you've ever seen! Grab the ball and hit the hardwood—the College Slam™ is underway!







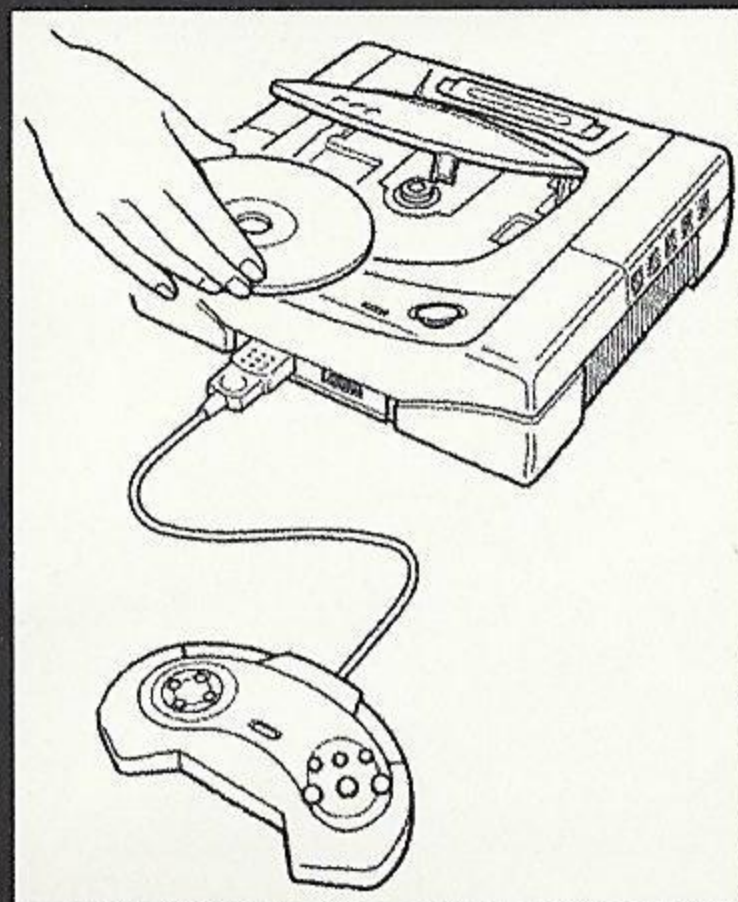
# BEFORE HITTING THE BOARDS

## Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

**Note:** College Slam™ is for up to 4 players. You must have a Sega Team Player adapter (sold separately) to play a four player game.

2. Place the College Slam™ disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

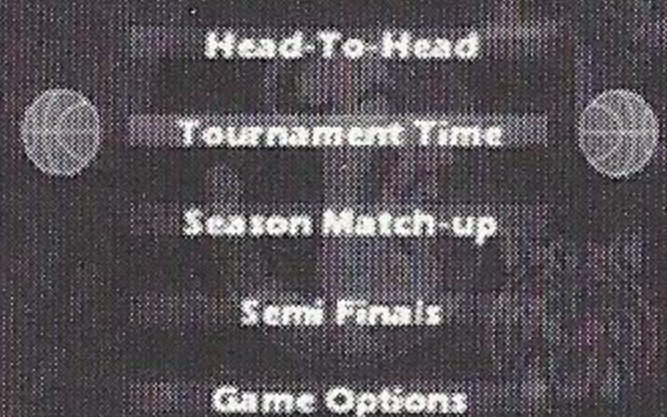
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

When the College Slam™ title screen appears, press the A BUTTON to advance to the MAIN OPTIONS screen.

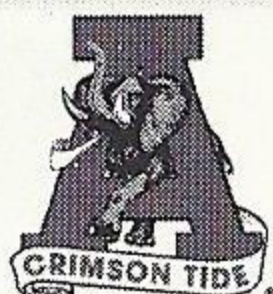
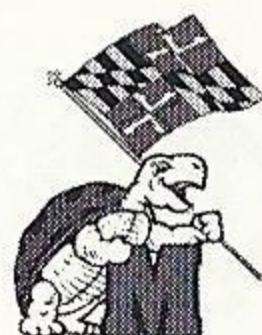
**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

## CHOOSE YOUR TEAMS AND PLAYERS

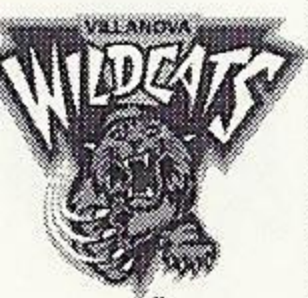
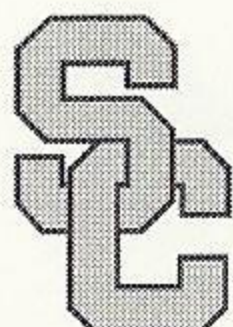
### MAIN OPTIONS



The MAIN OPTIONS screen is where you can choose from one of four senses-shattering College Slam™ play modes—and customize your game play in literally dozens of various combinations! [NOTE: Only player one's controller will be able to access and adjust the options screens.]







Head to Head mode pits two teams against each other in hard-driving head-to-head action! Semi Finals mode allows up to four players to enter their teams in an end-of-season playoff competition! Tournament mode allows up to 16 players to enter their teams in a straight tournament format against each other! And Season mode gives one player the long-term challenge of competing against 20 other teams in a qualifying ladder, then advancing to a 16-team knockout-format tournament!

Use the UP and DOWN D-PAD to move the cursor to the option you want, then press the A or B BUTTON to choose the option.

[To change the names and talents of specific players on your teams, see the EDIT TEAMS option, on page 8.]

College Slam™ provides four different player positions: Players 1 and 2 are teammates, and players 3 and 4 are teammates who oppose them. To register as one of the players, press the START BUTTON on your controller and note your corresponding controller visible on the screen. Use the LEFT or RIGHT D-PAD to choose team 1 or 2. Note that as you do so, the corresponding controller icon will slide to the left or right. When your controller corresponds to the team you've chosen, press the A BUTTON to lock in your choice. When all active players have made their team choices, any remaining blank slots will be filled by the computer (note the "CPU" icon on the screen as the computer fills out the teams).

Unless you choose the GAME OPTIONS mode (see page 6), your choice of Head to Head, Semi Finals, Tournament, or Season modes will take you to a series of screens that ask you to select your team and players.

**HEAD TO HEAD MODE:** To select your team for one-on-one competition against either player or the CPU, use the UP and DOWN D-PAD to scroll through the available teams. When you've highlighted the team you want to be, press the A BUTTON to lock in your choice. To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 11).

**SEMI FINALS & TOURNAMENT MODES:** For both Semi Finals and 16-team Tournament competition, you'll need to make the following choices [NOTE: All choices are made with controller one, with players passing that controller to one another to lock in their specific choices]:

**Entering player initials:** To keep track of your College Slam™ progress, you will be asked to enter initials for record keeping before each Semi-Final, Tournament and Season game. Use the LEFT and RIGHT D-PAD to







highlight the initial you want to change, the UP and DOWN D-PAD to scroll through the alphabet once you've chosen the specific letter, then the A BUTTON to lock in your choice.

**Selecting teams:** To choose from the available college teams, use the UP and DOWN D-PAD to scroll through the teams. Note that the team logo appears as each team is highlighted. When you've highlighted the team you want to be, press the A BUTTON to lock in your choice.

**Selecting Players:** To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 11).

**SEASON MODE:** For 20-team Season mode competition, you'll need to make the following choices:

**Entering player initials:** Follow the same procedure as for SEMI FINALS or TOURNAMENT MODES above. [NOTE: Choosing a three-letter combination you've used before allows you to resume a season in progress (see VIEW/DELETE RECORDS on page 6-7).]

**Selecting teams:** To choose from among the 44 college teams, follow the same procedure as for Semi Finals or Tournament above.

**Selecting Players:** To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 11).

## CUSTOMIZE YOUR GAME PLAY

### GAME OPTIONS



College Slam™ allows you to maintain records, change teams, and alter the style and speed of the hoop action in literally dozens of various combinations!

First, you need to choose the GAME OPTIONS mode from the MAIN OPTIONS screen. [NOTE:

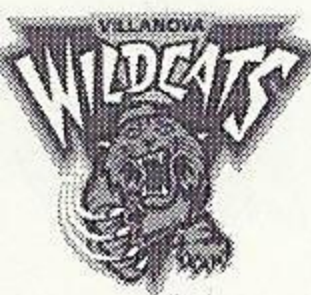
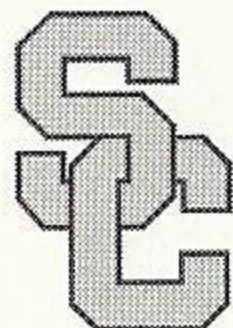
Only player one's controller will be able to access and adjust the options screens.]

You'll then be presented with a list of four options categories: (1) VIEW/DELETE RECORDS, (2) CONFIGURE CONTROLLERS, (3) CONFIGURE GAME, and (4) EDIT TEAMS. Use the UP and DOWN D-PAD to move the cursor to the category you want, then press the A BUTTON to choose the category, or choose EXIT to return to the MAIN OPTIONS screen.

**VIEW/DELETE RECORDS:** College Slam™ automatically saves up to 16







## RECORDS

TEAM	PLAYED	W	L	STAGE
KLM	1	0	1	1
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			
	EMPTY			

Delete Record

Exit

records in Tournament, Semi-Final and Season modes. If you are using a Sega Memory Cartridge™ (sold separately), your records will automatically be saved to it. Otherwise, records are saved to the internal memory.

This screen allows you to view your team records (number of games played, number of games won and lost, and what stage of tournament competition that team has reached), and to either delete records or return to the GAME OPTIONS screen. To delete a record, use the UP and DOWN D-PAD to highlight the record you wish to delete, then press the A BUTTON once to first confirm that this is in fact the record you wish to delete, then a second time to eliminate that record from the list.

**CONFIGURE CONTROLLERS:** This screen allows you to alter the button configuration of your controller differently than the default configuration described in this manual. To reconfigure your controller, press the START BUTTON. To scroll through the configuration options, press LEFT or RIGHT on the D-PAD. To lock in your choice, press the A BUTTON.

## CONFIGURATION

Controller 1  
BOOST  
SHOOT  
PASS  
Mode 1

Controller 3  
SHOOT  
PASS  
BOOST  
Mode 5

Controller 2  
SHOOT  
PASS  
BOOST  
Mode 5

Controller 4  
SHOOT  
PASS  
BOOST  
Mode 5

## CONFIGURATION

More Options  
Drone Difficulty - 1  
Tag Mode - ON  
CPU Assistance - ON  
Shot Clock - 35 Secs  
Timer Speed - 1

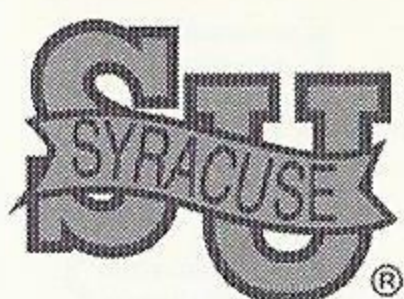
**CONFIGURE GAME:** This screen allows you to customize College Slam™ game play in a wide variety of ways, from the speed of the game clock to the availability of powerful icons that can supercharge your hoop action!

The various options are presented on two screens. Use the UP and DOWN D-PAD to choose the option you want to adjust, or to move between the two options screens, then press the A BUTTON to make your choice. To adjust the specific values of the option you've chosen, use the LEFT and RIGHT D-PAD.

Here's a rundown of all the variables you may adjust, as well as their default values:







**Drone Difficulty** enables you to adjust the intelligence of the computer-controlled players from 1 (not so smart) to 5 (very smart); the default value is 3.

**CPU Assist**, when on, empowers the computer to constantly monitor the score of a game and adjust player intelligence so that one team does not get too great a lead over the other. The default setting for CPU Assist is on.

**Shot Clock** adjustments may be made from 5 to 45 seconds. The default value is 35 seconds.

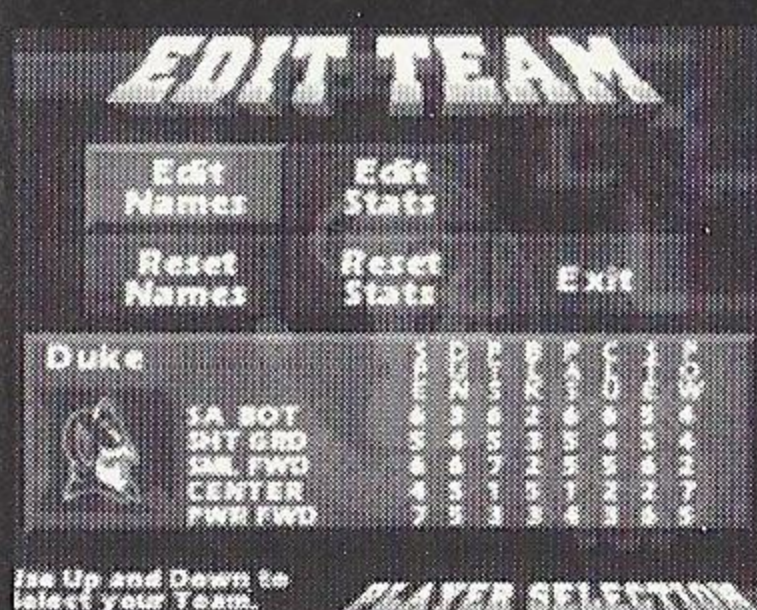
**Timer Speed** enables you to adjust the speed of the game clock from 1 (very slow) to 5 (very fast); the default value is 3.

**Overtime periods** may be adjusted from a minimum of 1 minute to a maximum of 3 minutes. The default value is 3 minutes.

**Hot Spots** are visible spots on the court with various point values, enabling you to score those bonus points if you shoot successfully from that particular spot. The default setting for the Hot Spots mode is off. [Note: When playing College Slam™ in Season Mode, the Hot Spots are automatically disabled.]

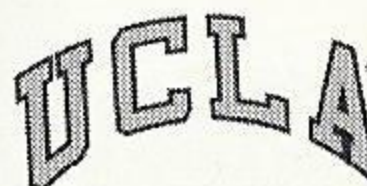
**Power-Up Icons** (see page 12-13) appear at random intervals throughout the game and empower you with a wide variety of skills and abilities for brief intervals. The default setting for the Power-Up Icons mode is off. [Note: When playing College Slam™ in Season Mode, Power-Up Icons are automatically disabled.]

**Juice Mode** alters the value of the players' overall speed, by factors of anywhere from 2 to 4; the default value for Juice Mode is off.

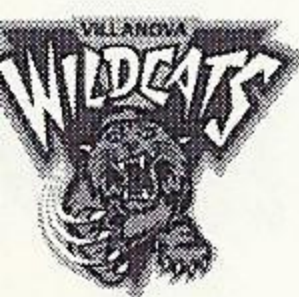
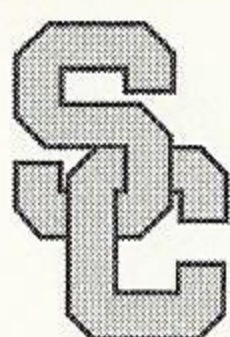


**EDIT TEAMS:** This screen allows you to choose among the teams featured in College Slam™. Using the UP and DOWN D-PAD, scroll through the list of teams and highlight the team you wish to be. Then press the A BUTTON to lock in your choice.

Once you've chosen your team, you will see a screen of information on that particular team split into two specific areas: (1) an options block, and (2) an information panel that displays the names and statistics that may be altered for the players on that particular team. This screen allows you to address the following options regarding the team you've chosen:







**Edit Names:** This allows you to change the names of the five players on your team. Use the UP and DOWN D-PAD to scroll through the names, then press the A BUTTON to choose the name you wish to alter. Use the LEFT and RIGHT D-PAD to highlight the specific letter in the name you wish to change, then press the UP and DOWN D-PAD to change the letter. Once you've changed the name the way you want, press the A BUTTON to lock in your choice.

**Reset Names:** Selecting this option will undo any name changes you've made, returning the team names to their original default settings.

**Edit Stats:** This allows you to change the statistics of the players on your team. Use the UP and DOWN D-PAD to scroll through the names, then press the A BUTTON to choose the name of the player whose stats you wish to alter. Use the LEFT and RIGHT D-PAD to highlight the specific statistic you wish to change:

Each of the five players is rated on a scale of zero to 9 in eight categories (the category abbreviations on screen are provided here in parentheses): speed (SPD), three-point shooting ability (3PT), dunking ability (DNK), passing ability (PAS), power (POW), stealing capabilities (STL), blocking skills (BLK), and ability to pull off the clutch play (CLU). Each player has a maximum value of all categories combined, so in order to increase the value in one category, you must first decrease the value in another category. Use the UP and DOWN D-PAD to alter the stats the way you wish, then press the A BUTTON to lock in your choice.

**Reset Stats:** Selecting this option will undo any statistical changes you've made, returning the team statistics to their original default settings.

**Finished:** Choosing this option will return you to the GAME OPTIONS screen.

## THE BASICS ... AND MORE!

College Slam™ games are divided into two halves of 6 minutes each. A game begins with the tip-off as one player from each team jumps to gain control of the ball. Of course, in College Slam™, as in all sports, a firm command of the basics is essential! Here they are:



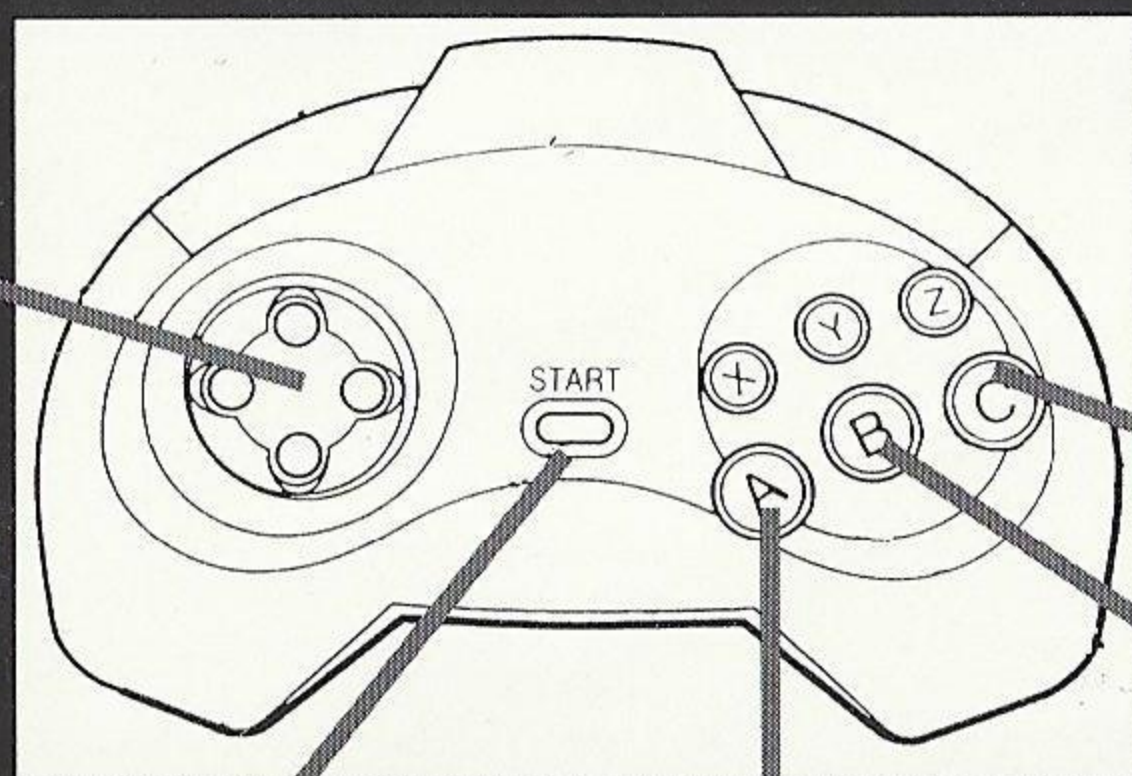




## DEFAULT CONTROLS

To move your man around the court, use the UP, DOWN, LEFT, and RIGHT D-PAD.

MOVE  
PLAYER  
AROUND  
COURT



PASS/STEAL

BOOST

PAUSE/ RESTART GAME

SHOOT/BLOCK



To shoot (on offense) or to block a shot (on defense), use the A BUTTON. Your offensive player will release the ball when you release the button. When blocking, you'll want to time your jump: A block can only be made during the ball's upward arc.

To pass (on offense) or to steal (on defense) the ball, use the C BUTTON.

To boost your power, use the B BUTTON. Each player is limited to a certain amount of power boosting per game.

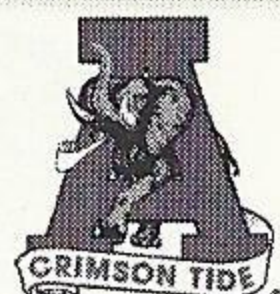
To pause or restart the game, use the START BUTTON.

To return to the title screen at any time, press the A, B, and C BUTTONS together.

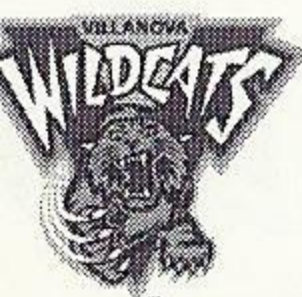
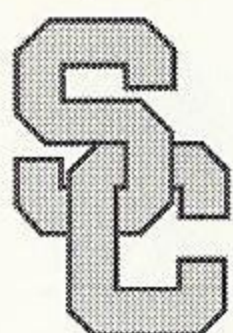
Once you've mastered the basics, you'll need to expand your College Slam™ repertoire of strategies and tactics:

**TIMEOUT!** To call a timeout, first use the START BUTTON to pause the game, then press the A BUTTON to call a time out. Each team is allowed one timeout per half, during which substitutions may be made (see next section). Time outs can only be called when a team in possession of the ball pauses the game.

**BOOST!** This causes your player to run much faster than normal, whether on offense or defense, and allows you to blow past opposing defenders! To utilize your turbo power and boost your speed, use the B BUTTON. But remember: Boost power is limited for each player—use your extra speed wisely!







**ON FIRE!** If you score three baskets in a row, you are on fire—and you have unlimited turbo power! You have a much greater chance of sinking baskets from anywhere on the hardwood! [NOTE: Only one player can be on fire at any given time.]

**ALLEY OOP!** To dunk the ball in alley oop style, pass it to your airborne teammate when he's near the net.

**CHARGE!** To charge—and knock over—your opponents, press the B BUTTON and tap the D-PAD four times in the direction you want to move. Beware, though: This maneuver will drain your player of his turbo power extremely quickly!

## TEAM SUBSTITUTIONS

**HEAD-TO-HEAD**

Connecticut	SPD	3PT	DNK	PAS	POW	STL	BLK	CLU	INJ
Illinois	SPD	3PT	DNK	PAS	POW	STL	BLK	CLU	INJ

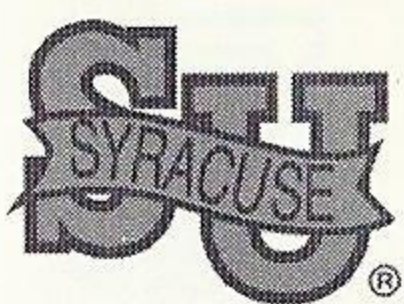
choose your players. **PLAYER SELECTION**

Before each half of any College Slam™ game begins, each team has a choice of two players who will compete in the upcoming half. The choices are made from a field of five. Each of the five players is rated on a scale of zero to 9 in nine categories (the category abbreviations on screen are provided here in parentheses): speed (SPD), three-point shooting ability (3PT), dunking ability (DNK), passing ability (PAS), power (POW), stealing capabilities (STL), blocking skills (BLK), ability to pull off the clutch play (CLU), and injury status (INJ).

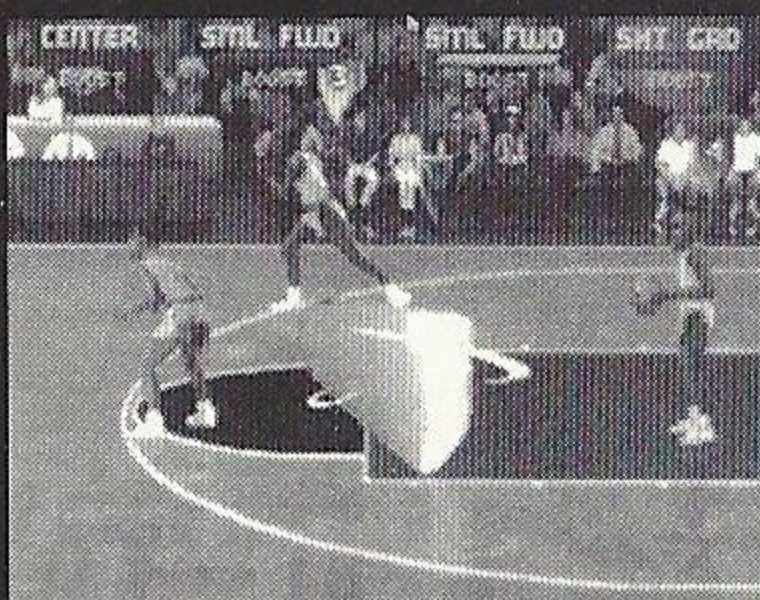
To make team substitutions, use the UP and DOWN D-PAD to highlight the player you want to choose, then press the A BUTTON to lock in your choice.







# CHECK OUT THESE POWER-UPS!



At random intervals throughout any given game (assuming the Power-Up mode is on), various icons will appear that will enable you to instantaneously (and temporarily) experience blinding speed, unlimited turbo, and more! Here's a complete directory of the icons you'll find in College Slam™:



Increases your ability to make the three-point outside shot!



Allows you to perform Monster Jams from anywhere on the court!



Increases your overall speed to astounding levels!



Increases your power to a degree you can hardly imagine!



Provides you with temporary unlimited boost action!



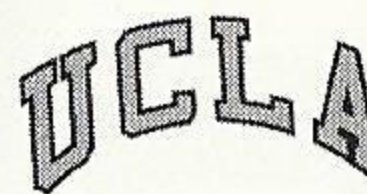
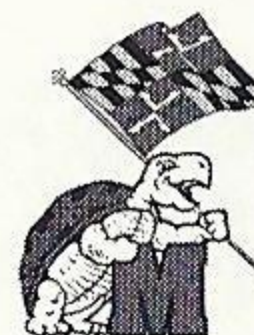
Causes you to be temporarily "on fire"!



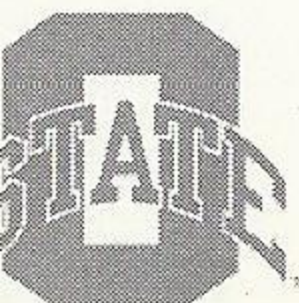
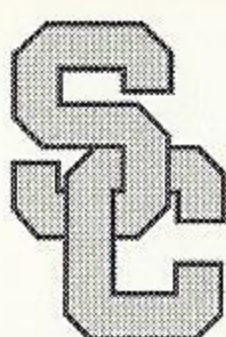
The bomb knocks over everyone on the court—except you!



Randomly activates the effect of one of the other icons







Reverses the direction of the ball if it's in mid-shot!



Prevents your opponents from scoring by zapping your hoop with a flash of lightning!



Causes your teammate to become invisible for a brief period of time!



Causes the ball to chaotically bounce in random directions every time it hits the floor!



Causes you to become a whirlwind that will knock over any player who comes in contact with you! [Note: Your control will be affected such that you will keep moving in one direction until you press another direction on the D-PAD. If you are in possession of the ball, shooting or passing will temporarily neutralize the whirlwind.]

## TIPS FOR SLAMMIN' HOOP ACTION!

Look, College Slam™ isn't easy. We can give you the basics, give you a few pointers, but you're gonna have to go out there, hit the hardwood, and master the skills the hard way: through hard-driving, pulse-pounding playing experience. But before you get out on the floor, here are a few things you ought to remember:

\*\*\*When you're shooting for the basket, release the ball at the very height of your leap for the greatest accuracy. However: You may want to release the ball much earlier or later in your jump to avoid having your shot blocked—or getting the ball stolen!

\*\*\*Give some thought to the attributes of the players you're sending to the hardwood each half. Do you need stronger defense or offense? Is passing or stealing more valuable in the game situation you're facing? What about injuries? Choose your players wisely!

\*\*\*Practice your slamming and jamming! Going for the spectacular move all the time may be a crowd-pleaser, but being more particular about when you choose to go for the wild dunks can increase your chances of claiming the College Slam™ championship!







# COLLEGE SLAM™ TEAM ROSTER

## ALABAMA

**Team Name:** Crimson Tide

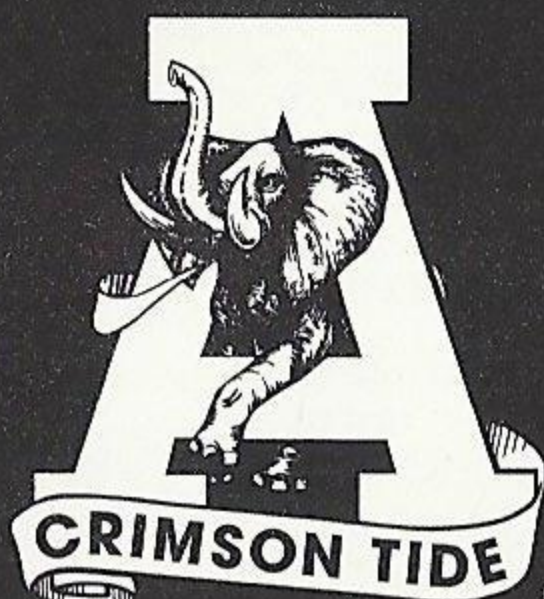
**Address:** P.O. Box 870391, Tuscaloosa, AL 35487-0391

**Arena:** Coleman Coliseum (15,043)

**Enrollment:** 20,000

**Conference:** Southeastern

**Team Highlights:** Alabama has appeared in four of the last five NCAA tournaments. They won three Southeastern Conferences in a row starting in 1989.



## ARIZONA®



**Team Name:** Wildcats

**Address:** McKale Center, Tucson, AZ 85721

**Arena:** McKale Center (13,814)

**Enrollment:** 34,000

**Conference:** Pacific -10

**Team Highlights:** Arizona made it to the Division I semifinals in 1994, before succumbing to Arkansas. They had the top scorer in Khalid Reeves, who averaged 27.4 points in regular season games.

## ARKANSAS

**Team Name:** Razorbacks

**Address:** P. O. Box 7777, Fayetteville, AR 72702

**Arena:** Bud Walton Arena (19,200)

**Enrollment:** 14,765

**Conference:** Southeastern

**Team Highlights:** Arkansas had the best Division I win/loss record in 1994, 31 - 3. They also led in scoring margin, averaging 17.9 points over their opponents. Arkansas triumphed over Duke to win their first Division I championship in 1994.



## BOSTON COLLEGE



**Team Name:** Eagles

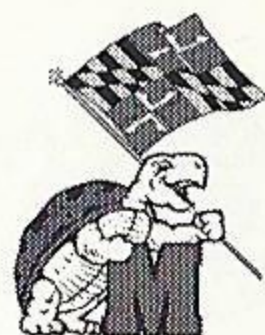
**Address:** Conte Forum 321, Chestnut Hill, MA 02167

**Arena:** Silvio O. Conte Forum (8,606)

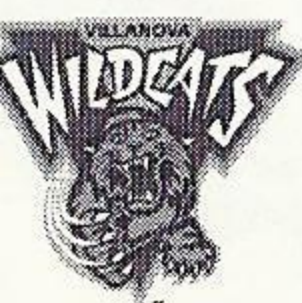
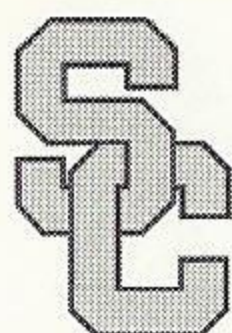
**Enrollment:** 10,326

**Conference:** Big East

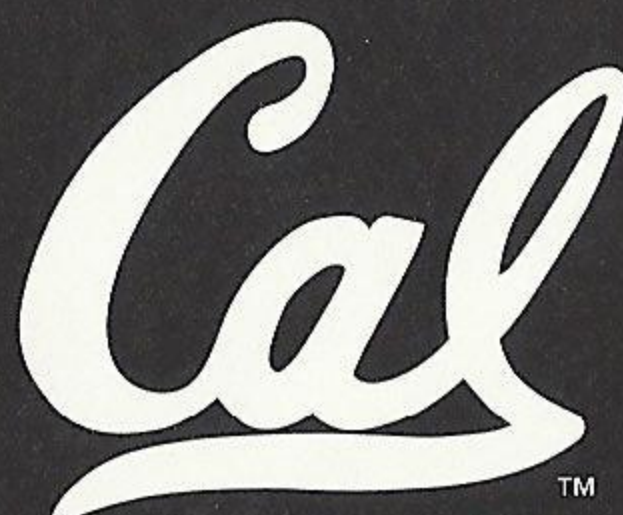
**Team Highlights:** The Eagles outdueled Indiana to make it to the Regional Finals in 1994, losing to Florida 74 - 66.







## CAL BERKELEY



**Team Name:** Golden Bears

**Address:** Memorial Stadium, Berkeley, CA 94720

**Arena:** Harmon Arena (6,578)

**Enrollment:** 31,000

**Conference:** Pacific-10

**Team Highlights:** The Golden Bears got to the NCAA tournament level in '93 and '94, but they last made the Final Four in 1960.

## CINCINNATI

**Team Name:** Bearcats

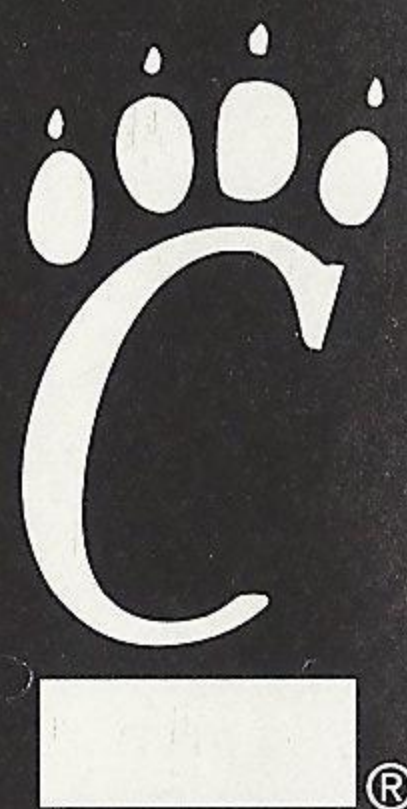
**Address:** 340 Myrl H. Shoemaker Center, Cincinnati, OH 045221-0021

**Arena:** Myrt H. Shoemaker Center (13,176)

**Enrollment:** 36,000

**Conference:** Conference USA

**Team Highlights:** The Bearcats have gone to the NCAA Tournament in '92, '93 and '94. In '92 they tied for third. In 1993, they finished in the Associated Press Final Top 10 rankings.



## CONNECTICUT

**Team Name:** Huskies

**Address:** 2095 Hillside Rd. , U-78, Storrs, CT 06269-3078

**Arena:** Gampel Pavilion (8,241) and Hartford Civic Center (16,294)

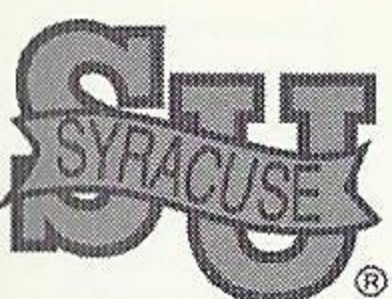
**Enrollment:** 22,342

**Conference:** Big East

**Team Highlights:** UConn has won back-to-back Big East Conference titles, posting a league record of 32-4 and an overall record of 57-10 during the past two years. The Huskies have advanced to the NCAA "Sweet 16" in four of the past six seasons. Connecticut has won 11 NCAA Tournament games in the past six years.







## DUKE

**Team Name:** The Blue Devils

**Address:** P.O. Box 90557, 115 Cameron Indoor Stadium, Durham, NC 27708-0557

**Arena:** Cameron Indoor (9,314)

**Enrollment:** 6,130

**Conference:** Atlantic Coast

**Team Highlights:** The Blue Devils have made it to the Final Four three years in a row, taking back-to-back crowns in 1991 and 1992. The Blue Devils have been ranked in the Associated Press Top 10 in eight of the last ten years! Duke ranks among the top ten all-time winningest teams, with a .673 percentage. Blue Devils have been to the Final Four seven of the last ten times.



## FLORIDA

**Team Name:** Gators

**Address:** P.O. Box 14485, Gainesville, FL 32604

**Arena:** Stephen C. O'Connell Center (12,000)

**Enrollment:** 35,000

**Conference:** Southeastern

**Team Highlights:** Florida tied Arizona for third place in the NCAA Final Four in 1994.

## FLORIDA STATE

**Team Name:** Seminoles

**Address:** Moore Athletic Center, P.O. Drawer 2195, Tallahassee, FL 32316

**Arena:** Tallahassee Civic Center

**Enrollment:** 29,000

**Conference:** Atlantic Coast

**Team Highlights:** The Seminoles have played in nine NCAA tournaments, making it to the Final Four in 1972, when they finished 2nd.



## GEORGETOWN



**Team Name:** Hoyas

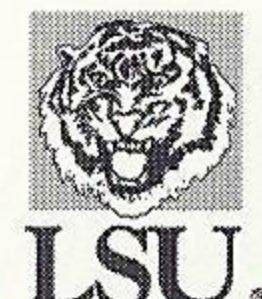
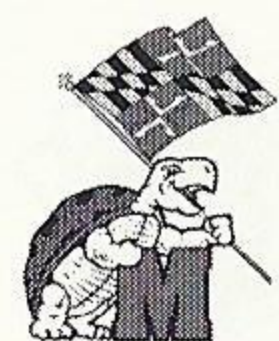
**Address:** Washington, DC 20057

**Arena:** USAir Arena (19,035)

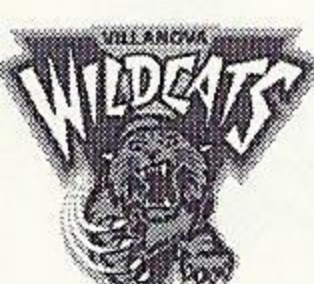
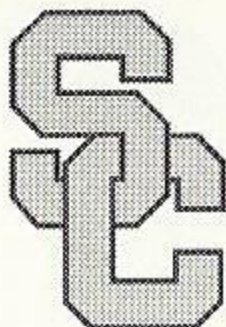
**Enrollment:** 6,085

**Conference:** Big East

**Team Highlights:** Georgetown has sent more than a few players to the pros, including Patrick Ewing, Reggie Williams and Alonzo Mourning, all of whom were NCAA First-Team All-Americans. The Hoyas were NCAA champions in 1984. They have appeared in the NCAA tournament 18 times.







## GEORGIA



**Team Name:** Bulldogs

**Address:** P.O. Box 1472, Athens, GA 30613

**Arena:** Georgia Coliseum (10,512)

**Enrollment:** 28,690

**Conference:** Southeastern

**Team Highlights:** The Bulldogs led the Southeastern Conference in 1990, though they lost the Conference tournament to Alabama. They won it in 1983, making it to the Final Four before being bested by the North Carolina Tarheels.

## GEORGIA TECH

**Team Name:** Yellow Jackets

**Address:** 150 Bobby Dodd Way, NW, Atlanta, GA 30332-0455

**Arena:** Alexander Memorial Coliseum

**Enrollment:** 13,000

**Conference:** Atlantic Coast

**Team Highlights:** Georgia Tech has appeared in 10 NCAA tournaments, tying for 3rd with Arkansas in 1990. Tech finished 6th in their Conference in 1994, but won the Conference Tournament in 1993 and 1990.



## ILLINOIS

**Team Name:** Fighting Illini

**Address:** 1817 South Neil, Suite 201, Champaign, IL 61820

**Arena:** Assembly Hall (16,321)

**Enrollment:** 35,000

**Conference:** Big ten

**Team Highlights:** The Fighting Illini last made it to the Final Four in 1989, their fourth trip. Illinois had a 17-11 record in 1994.



## INDIANA

**Team Name:** Hoosiers

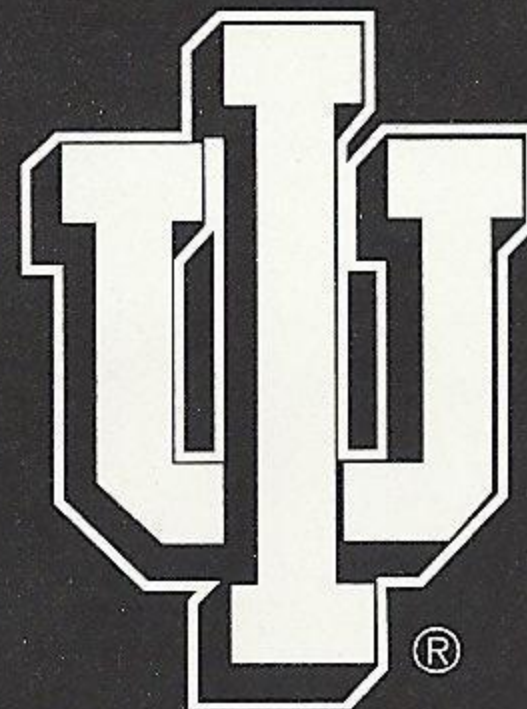
**Address:** Assembly Hall, Bloomington, IN 47405

**Arena:** Assembly Hall (17,357)

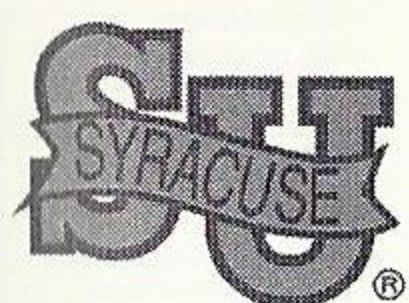
**Enrollment:** 35,000

**Conference:** Big Ten

**Team Highlights:** Indiana is a longtime basketball powerhouse: the Hoosiers have earned an Associated Press Final Top 10 ranking 16 times, and have gone to the NCAA Tournament an incredible 23 times! They won the Championship in 1981 and 1987, and tied for 3rd in 1992.







## IOWA

**Team Name:** Hawkeyes

**Address:** 340 Carver-Hawkeye Arena, Iowa City, IA 52242

**Arena:** Carver-Hawkeye Arena (15,500)

**Enrollment:** 28,000

**Conference:** Big Ten

**Team Highlights:** The Hawkeyes have appeared in 16 NCAA tournaments, where they placed as high as second.



## KANSAS

**Team Name:** Jayhawks

**Address:** 202 Allen Fieldhouse, Lawrence, KS 66045

**Arena:** Allen Fieldhouse (15,800)

**Enrollment:** 29,150

**Conference:** Big Eight

**Team Highlights:** The Jayhawks snared the NCAA Championship in 1988, and have been to the Final Four twice since then. Former Jayhawks include Danny Manning and Wilt Chamberlain.

## KENTUCKY

**Team Name:** Wildcats

**Address:** Memorial Coliseum, Avenue of Champions, Lexington, KY 405

**Arena:** Rupp Arena (23,000)

**Enrollment:** 24,200

**Conference:** Southeastern

**Team Highlights:** Kentucky is another school that has made a lasting mark in college basketball. They have been to the NCAA tournament 36 times, including nine consecutive trips from 1980-88. They won the Southeastern Conference Tournament in '92, '93 and '94. The Wildcats are the all-time winningest team, with a .756 percentage since 1903. They are second in total victories with a 1,588 - 513 record in their 91 years.



# LSU

## LOUISIANA STATE UNIVERSITY

**Team Name:** Tigers

**Address:** P.O. Box 25095, Baton Rouge, LA 70894-5095

**Arena:** Pete Maravich Assembly Center (14,164)

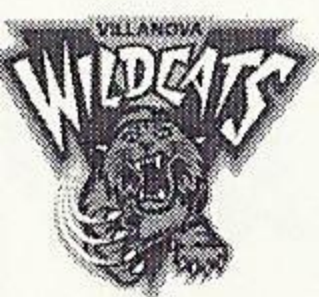
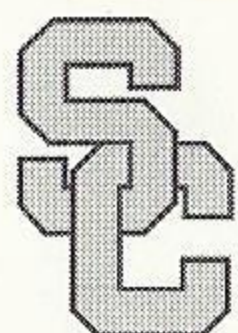
**Enrollment:** 24,750

**Conference:** Southeastern

**Team Highlights:** Louisiana State University has been home to some of the most impressive players ever, including "Pistol" Pete Maravich and Shaquille O'Neal. LSU won the Conference tournament in 1980, and in 1991 tied Mississippi State for 1st in the Southeastern Conference.







## MARYLAND



**Team Name:** Terrapins

**Address:** P.O. Box 295, College Park, MD 20742-0295

**Arena:** Cole Field House

**Enrollment:** 31,780

**Conference:** Atlantic Coast

**Team Highlights:** The Terrapins have gone to the NCAA tournament 11 times. In 1994, they had a .600 full-season percentage. They beat Massachusetts in

the second round of the 1994 NCAA tournament, but lost to Michigan in the regional semifinals.

## MASSACHUSETTS™

**Team Name:** Minutemen

**Address:** Mullins Center, University of Massachusetts, Amherst, MA 01003

**Arena:** William D. Mullins Center (9,493)

**Enrollment:** 17,210

**Conference:** Atlantic 10

**Team Highlights:** UMass has appeared in the last three NCAA tournaments, dominating the Atlantic 10 Conference. 1994 marked their debut in the Associated Press Final Top 10. Julius Erving is but one of the players to move from the Minutemen to the pros.



## THE UNIVERSITY OF MEMPHIS



**Team Name:** Tigers

**Address:** Athletic Office Building, Memphis, TN 38152

**Arena:** The Pyramid

**Enrollment:** 21,500

**Conference:** Conference USA

**Team Highlights:** The Tigers have appeared 14 times in NCAA tournament play, reaching the

Final Four in 1985. They have competed in the National Invitational Tournament 11 times, most recently in 1991.

## MICHIGAN

**Team Name:** Wolverines

**Address:** 1000 South State Street, Ann Arbor, MI 48109-2201

**Arena:** Crisler Arena (13,562)

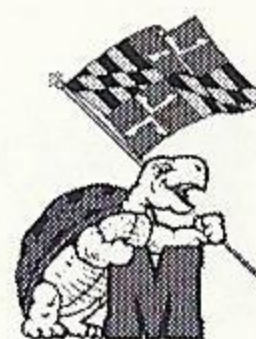
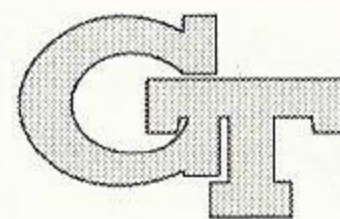
**Enrollment:** 36,845

**Conference:** Big Ten

**Team Highlights:** A Big Ten powerhouse, Michigan won the NCAA







championship in 1989, but had to settle for 2nd place in '92 and '93. In 1994, the Wolverines made it to the regional championships before being beaten by Arkansas.



## MICHIGAN STATE

**Team Name:** Spartans

**Address:** Fourth Floor, Olos Hall, East Lansing, MI 48824-1044

**Arena:** Jack Breslin Student Events Center (15,138)

**Enrollment:** 39,745

**Conference:** Big Ten

**Team Highlights:** The Spartans took top honors in the NCAA in 1979, with the help of Earvin "Magic" Johnson, the Most Outstanding Player of the tournament. It was the first time Michigan State had reached the Final Four since 1957. The Spartans made it to the NCAA tournament in '90, '91, '92 and '94. They were defeated in the second round by Duke in '94.

## MISSOURI

**Team Name:** Tigers

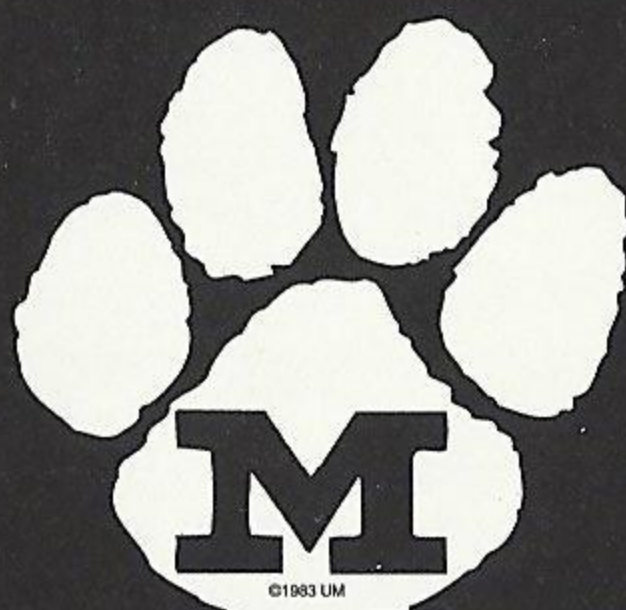
**Address:** Box 677, Hearnes Center, Columbia, MO 65205

**Arena:** Hearnes Center

**Enrollment:** 23,440

**Conference:** Big Eight

**Team Highlights:** The Tigers were regional runners-up in 1994, beating Syracuse in overtime to win the regional semifinals. Missouri has won the Big Eight Conference Tournament four times since 1987.



## NEBRASKA

**Team Name:** Cornhuskers

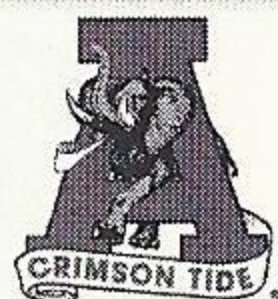
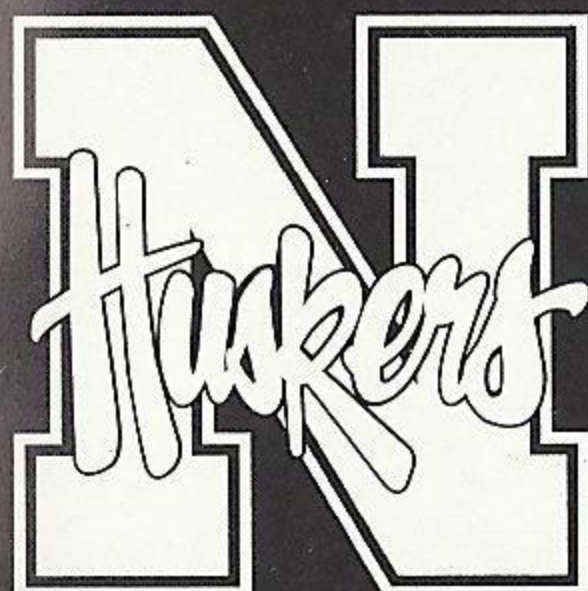
**Address:** 116 South Stadium, P.O. Box 880123, Lincoln, NE 68588-0123

**Arena:** Devaney Sports Center

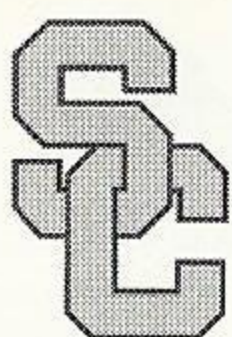
**Enrollment:** 24,000

**Conference:** Big Eight

**Team Highlights:** In 1994, the Huskers won the Big Eight Conference Tournament.







## NORTH CAROLINA

Team Name: Tar Heels

Address: P.O. Box 2126, Chapel Hill, NC 27515-2126

Arena: Smith Center (21,572)

Enrollment: 24,400

Conference: Atlantic Coast

Team Highlights: The Tar Heels took it all the way in 1993, winning the NCAA championship against Michigan. A host of North Carolina alumni have gone on to the pros, among them Michael Jordan and James Worthy. The Tar Heels are among the top five winningest teams of all time. Perennial NCAA tournament participants, North Carolina made it to the second round in 1994.

## NORTH CAROLINA STATE

Team Name: Wolfpack

Address: Box 8501, Raleigh, NC 27695-8501

Arena: William Neal Reynolds Coliseum (12,400)

Enrollment: 26,685

Conference: Atlantic Coast

Team Highlights: North Carolina State has gone to the NCAA tournament 17 times, winning the championship in 1983. The Wolfpack's most recent appearance was in 1991, when they defeated Southern Mississippi to make it to the second round.



## OHIO STATE

Team Name: Buckeyes

Address: 410 Woody Hayes Drive, 124 St. John Arena, Columbus OH 43210-1166

Arena: St. John Arena

Enrollment: 52,180

Conference: Big Ten

Team Highlights: The Buckeyes enjoyed an Associated Press Final Top 10 ranking in 1992, the same year they led the Big Ten. Ohio State has made it to the Final Four eight times, winning it in 1960.

## OKLAHOMA

Team Name: Sooners

Address: 180 West Brooks, Room 235, Norman, OK 73019

Arena: Lloyd Nobel Center (11,001)

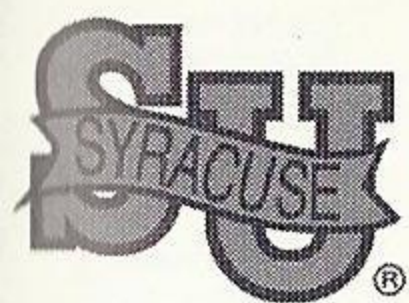
Enrollment: 24,400

Conference: Big Eight

Team Highlights: The Sooners made it to the NCAA championship round in 1988, finishing 2nd. They were 23-9 in 1994 full season play, third in the Big Eight.







## OKLAHOMA STATE

Team Name: Cowboys

Address: Gallagher-Iba Arena, Stillwater, OK 74078

Arena: Gallagher-Iba Arena (6,381)

Enrollment: 18,500

Conference: Big Eight

Team Highlights: The Cowboys have made it to NCAA tournament play four years in a row, beginning in 1991 with a Final Four appearance in 1995. They were the first back-to-back NCAA champions in 1945 -46.

## PENN STATE

Team Name: Nittany Lions

Address: 234 Recreation Building, University Park, PA 16802

Arena: Rec Hall (6,846) Bryce Jordan Center (15,000) due in 1996.

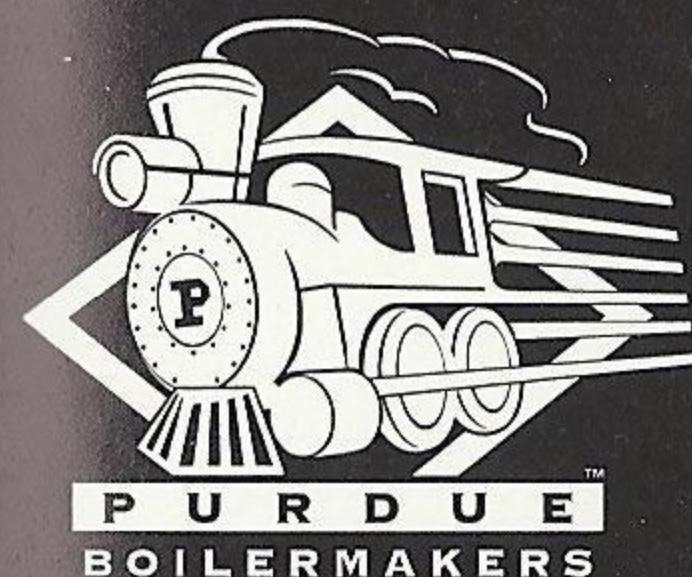
Enrollment: 31,019

Conference: Big Ten

Team Highlights: Penn State made it to the second round of the 1991 NCAA tournament. They have reached the Final Four once, in 1954. They appeared in the National Invitational Tournament in 1989, 90, 92 and 95.



**PennState**



## PURDUE

Team Name: Boilermakers

Address: 1790 Mackey Arena, West Lafayette, IN 47907-1790

Arena: Mackey Arena (14,123)

Enrollment: 35,160

Conference: Big Ten

Team Highlights: Purdue ruled the Big Ten in 1994 with a 29-5 full season record. They made it to NCAA regional championships the same year, beating Kansas to get there. Purdue had the 1994 individual scoring average champion, Glenn Robinson, with a 30.3 average.

## ST. JOHN'S

Team Name: Red Storm

Address: 8000 Utopia Parkway, Jamaica, NY 11439

Arena: Alumni Hall (6,008) and Madison Square Garden (18,876)

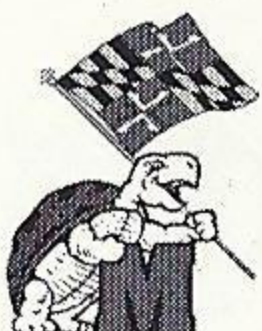
Enrollment: 19,500

Conference: Big East

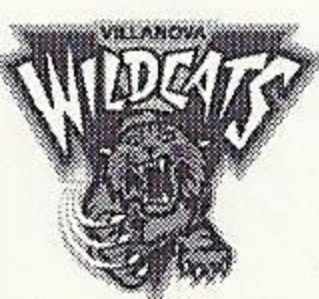
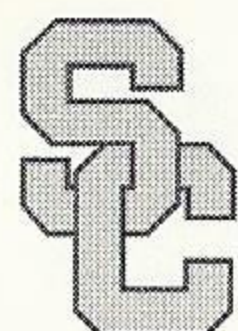
Team Highlights: St. John's has made it to the NCAA tournament 23



22







times. They were the 1989 NIT Champions. 1994 marked only the second time in 12 years that the Red Storm failed to reach the tournament level.



## **SOUTH CAROLINA**

**Team Name:** Gamecocks

**Address:** Rex Enright Athletic Center, 1300 Rosewood Drive, Columbia, SC 29208

**Arena:** Carolina Coliseum (12,401)

**Enrollment:** 26,130

**Conference:** Southeastern

**Team Highlights:** The Gamecocks appeared in NCAA tournament play in 1989. In 1991, they were part of the National Invitational Tournament.

## **SYRACUSE**

**Team Name:** Orangemen

**Address:** Manley Field House, Syracuse, NY 13244-5020

**Arena:** Carrier Dome (30,000)

**Enrollment:** 10,500

**Conference:** Big East

**Team Highlights:** The Orangemen have made it to 17 of the last 20 NCAA tournaments. In 1987 they made it all the way to the championship game, finishing behind Indiana. Syracuse fans take their team seriously: the Orangemen hold several attendance records. Syracuse won the Big East tournament in 1992. The Orangemen made it to the regional semifinals in 1994 before bowing to Missouri in overtime.



## **TEXAS**

**Team Name:** Longhorns

**Address:** P.O. Box 7399, Austin, TX 78713

**Arena:** Frank Erwin Center (16,042)

**Enrollment:** 49,250

**Conference:** Southwest

**Team Highlights:** The Longhorns finished first in the 1978 National Invitational Tournament. They have appeared in 5 of the last 6 NCAA tournaments. They made it to the second round in 1994, the same year they smothered the Southwest Conference and took the Conference Tournament.

## **UCLA**

**Team Name:** Bruins

**Address:** J.D. Morgan Center, 405 Hilgard Avenue, Los Angeles, CA 90024

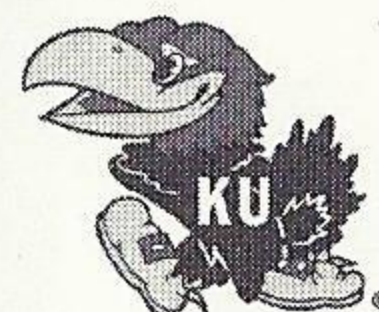
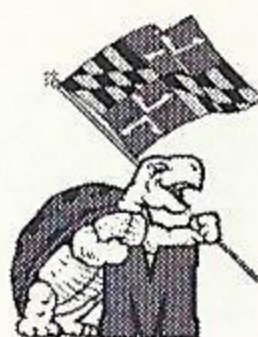
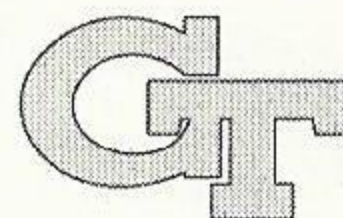
**Arena:** Pauley Pavilion (12,819)

**Enrollment:** 35,500

**Conference:** Pacific 10







**Team Highlights:** The Bruins hold the current record for most consecutive winning seasons: they have had 47 winning seasons, from 1949 -94. They have gone to the NCAA tournament 31 times, and have come away champions 11 times. They been ranked in the Final Top 10 a total of 21 times by the Associated Press, most recently in 1995. The Bruins hold the record for most consecutive regular season victories (88).

## U. SOUTHERN CALIFORNIA

**Team Name:** Trojans

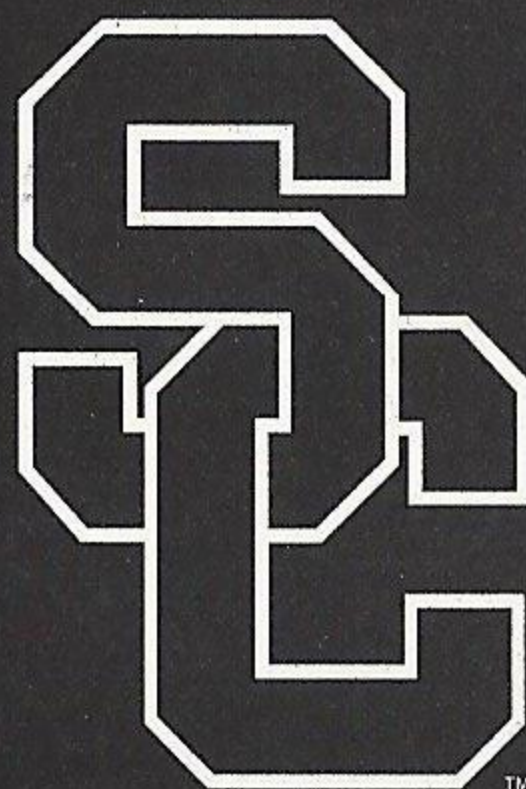
**Address:** Heritage Hall, Los Angeles, CA 90089-0602

**Arena:** Los Angeles Sports Arena (15,509)

**Enrollment:** 28,185

**Conference:** Pacific 10

**Team Highlights:** The Trojans were ranked in the Associated Press Final Top 10 in 1992. USC has gone to the NCAA tournament three times in the past ten years. The Trojans appeared in the National Invitational Tournament in both 1993 and 1994.



## UNLV

**Team Name:** Runnin' Rebels

**Address:** 4505 Maryland Parkway, Las Vegas, NV 89154

**Arena:** Thomas & Mack (18,500)

**Enrollment:** 19,430

**Conference:** Big West (will join Western Athletic in 1996)

**Team Highlights:** UNLV took it all in 1990, and tied for 3rd place in 1987 and 1991. The Runnin' Rebels were ranked in the Final Top 10 by Associated Press in 1992. They have won the Big West Conference Tournament seven times since 1983.

## VILLANOVA

**Team Name:** Wildcats

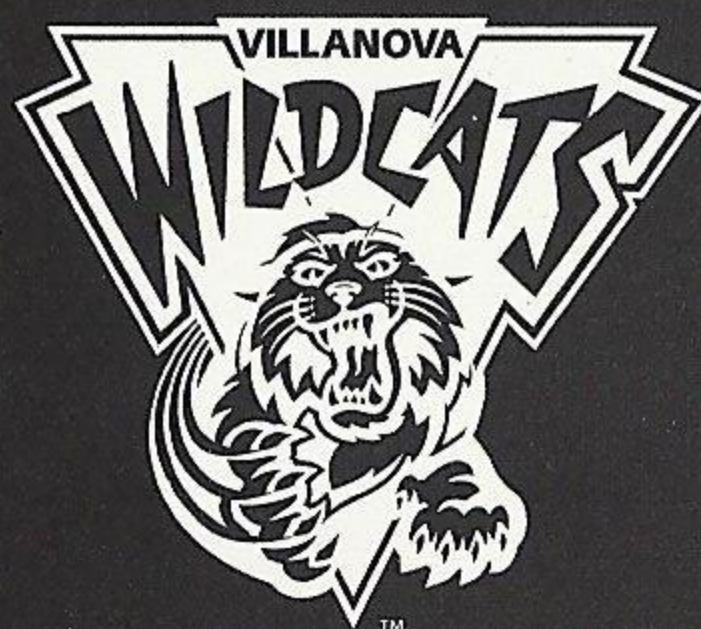
**Address:** 800 Lancaster Avenue Villanova, PA 19085-1674

**Arena:** DuPont Pavilion (6,500) and Spectrum (18,060)

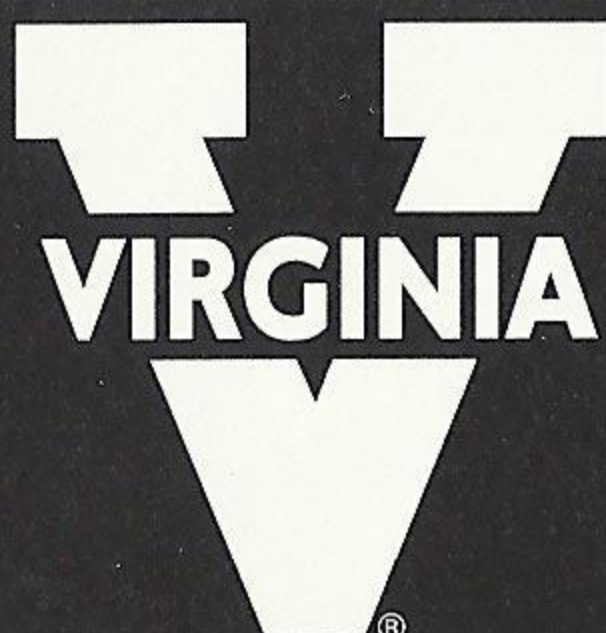
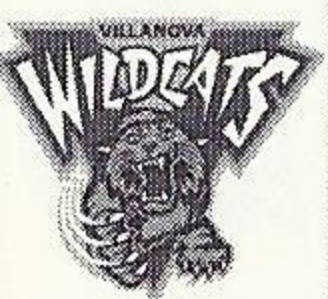
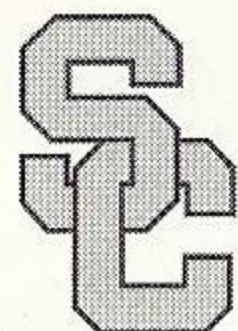
**Enrollment:** 5,950

**Conference:** Big East

**Team Highlights:** 1985 marked the Wildcat's first NCAA tournament championship in 21 appearances. Villanova won the National Invitational Tournament in 1994.







## VIRGINIA

Team Name: Cavaliers

Address: P.O. Box 3785, University Hall, Charlottesville, VA 22903

Arena: University Hall (8,457)

Enrollment: 18,075

Conference: Atlantic Coast

Team Highlights: The Cavaliers have gone to the NCAA tournament 11 times since 1981. They were the National Invitational Tournament champions in 1994.

## WAKE FOREST

Team Name: Demon Deacons

Address: P.O. Box 7423, Winston-Salem, NC 27109

Arena: Lawrence Joel Coliseum

Enrollment: 3,600

Conference: Atlantic Coast

Team Highlights: The Demons have advanced to NCAA tournament play in each of the last four seasons. They last reached the Final Four in 1962. Wake Forest made it to the second round in 1994.



## WISCONSIN

Team Name: Badgers

Address: 1440 Monroe Street, Madison, WI 53711

Arena: UW Field House (11,500)

Enrollment: 40,925

Conference: Big Ten

Team Highlights: The Badgers made it to the NCAA tournament in 1994, their first trip since 1947. Wisconsin has won the championship once, in 1941.





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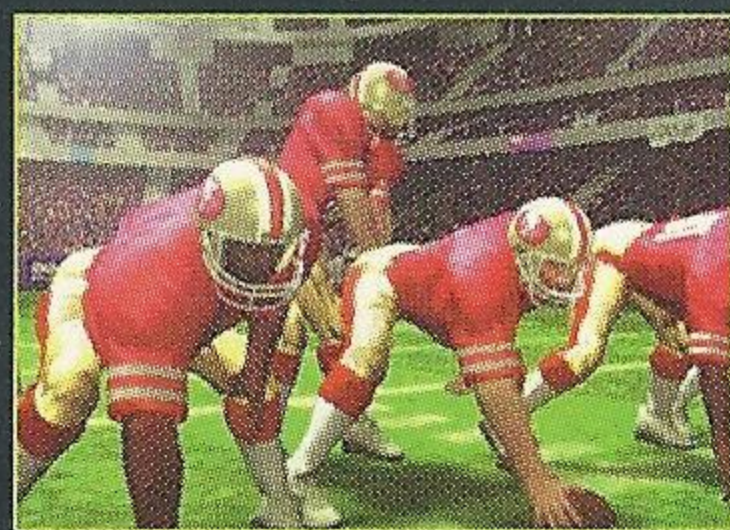
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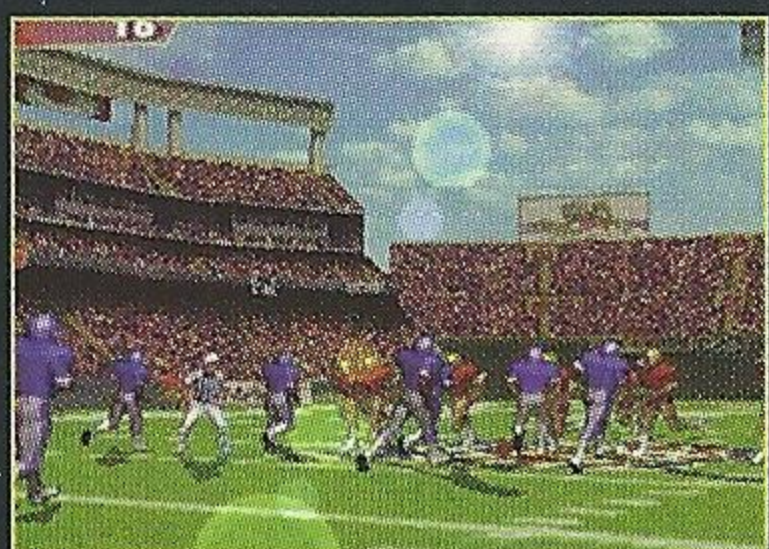
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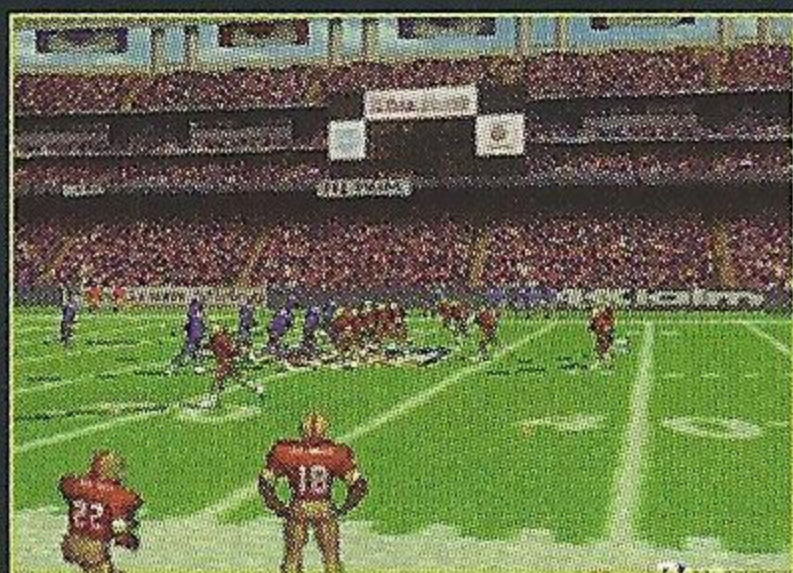


all the  
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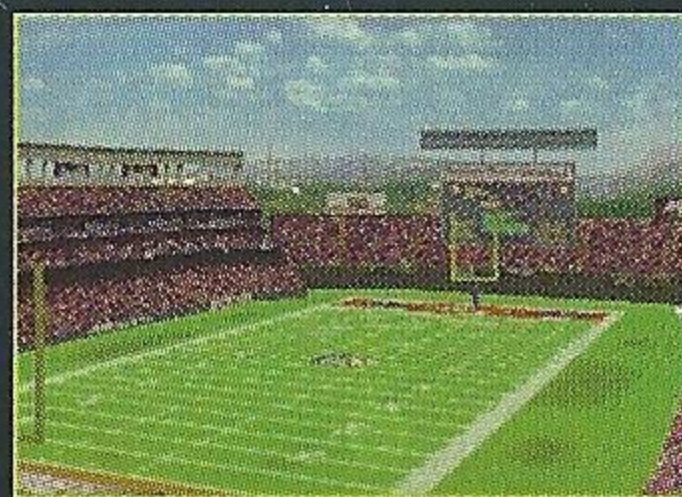
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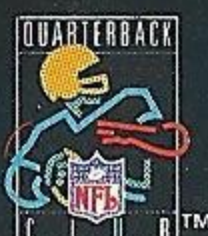


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